



COM 64 VERSION By SydneyTM Conversion by Chuck Benton

"Help! Help!"

It's Cute Chick, and she's in trouble. The dinasaur is holding her captive. If Thar doesn't get to her in time, the dinasaur may even eat her!

Yes, It's your favorite caveman. That, straight from the comic strip B.C.I

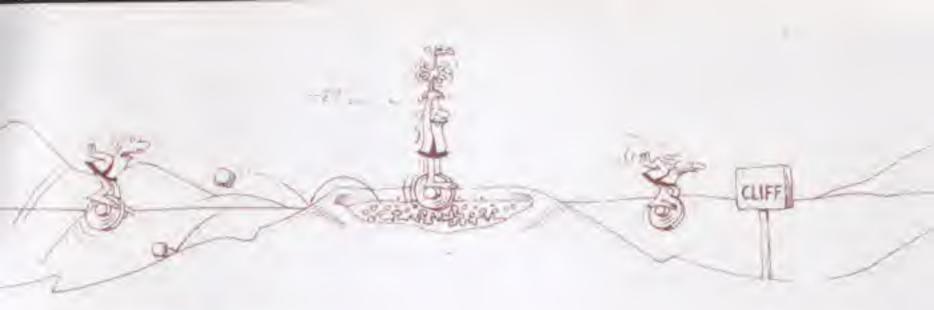
LOADING INSTRUCTIONS

ROM Cartridge

- 1. Turn off your computer.
- Insert Quest For Tires cartridge (face up) into the expansion slot to the right in the rear of your computer.
- 3. Turn on power to the monitor, then the computer.
- 4. Jaystick works only in port #2
- When the banner (tille) page appears,
 PRESS IFIP to stort.

Disk

- Turn on power to the monitor, the drive, then the computer.
- 2. Lobel side up, insert disk in the disk drive.
- 3. Close the drive door.
- When the screen says "Ready,"
 TYPE ■LOAD"OFT".1,1>,
 PRESS ■RETURN>.
- 5. Joystick works only in part #2.
- When the banner (fille) page appears.
 PRESS →FI► to start.



CONTROLS

Push up on the stick to jump, push down to duck.

Move That to the left or right side of the screen by pushing left or right on the stick.

With button pressed, move stick left or right to change Thor's speed.

CONTROL KEYS

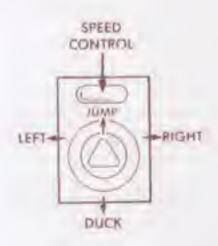
(joystick button will also Start/Restart)

■F3> To Select Game Level*

■PS►To Choose Number of Players*

■F7F To Pause Game

*These work at beginning or and of game.





HOW TO PLAY QUEST FOR TIRES

Can That save Cute Chick from the hungry dinosaur? Only you can help.

At first he only has to jump rocks and hales. Then he must jump and duck, almost simultaneously, to avoid the logs and low hanging tree limbs in the Petrified Forest.

The only way Thor can get across the river is to hop an the turtles' backs. These turtles sometimes get tired and submerge at the wrong moment, much to Thor's dismay! To add to Thor's difficulties, his arch-enemy Fat Broad is waiting on the other side to ambush him.

If Ther's timing is good, the Docky Bird will help him over the lava pit. It he jumps the pit just when Docky Bird is overhead, the prohistoric bird will pick him up and carry him across!

That must build up plenty of speed during his downhill run before the cliff. Timing is crucial, too. If That's balance is aff at he is too slow he will crosh into the ravine or the face of the cliff.

Once over the cliff, Thor faces his most difficult challenge: the valcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.

Once again Ther must cross the river on the turtles' backs. Then, at last, he must face the dinosaur!
If Ther can get past the dinosaur and into the cave, he has only a short way to go to rescue Cute
Chick. On his way, That must duck under stalogittes and jump over stalogmites to avoid croshing.

If Ther does crash, don't worry: he has five wheels. But True Lave is calling him, so use all your agility and cunning to help him rescue Cute Chick!



SCORING

	Points
Rocks	10
Potholes	10
Logs	10
Branches	10
Fallen Rocks	15
Rolling Rocks	15

Each one of the above obstacles is worth more points when cleared at higher speeds:

30 to 48 MPH = Paints X 2 50 to 68 MPH = Paints X 3 70 to 80 MPH = Points X 4 Lava Pit 200 Cliff 100 Rivers 200

One Bonus Tire is awarded after the completion of every level.

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